



Preparing for the Hackathon

Space Apps 2024



Presented by Global Organizing (GO) Team
23 September 2024

TODAY'S AGENDA

23 September 2024

- 01** Welcome
- 02** Meet the GO Team
- 03** Space Apps Overview + Role
- 04** Space Apps Connect + Monitoring
- 05** Resources
- 06** Universal Event Judging
- 07** Dates and Contacts
- 08** Q&A





02

MEET THE GO-TEAM

NASA Space Apps

Global Organizing (GO) Team



Allison



Amanda



Ashlynn



Brad



Bridgette



Cara



Carolyn



Chris



Cynthia



Daniela



Jess



Keith



Marie



Nick



Rob



Susel



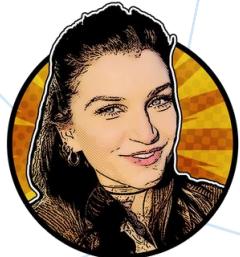
Viviana



Today's GO Team Presenters:



Cara



Allison



Bridgette



Chris



Global Judging
Lead/SME
POC

Global
Community
Management
Specialist/
Navigator
Lead

Global
Community
Manager

Global
Analytics
Lead



03

SPACE APPS OVERVIEW + ROLE



What is the NASA Space Apps Challenge?

spaceappschallenge.org



Kano, Nigeria Local Event

WHAT?

The largest annual global hackathon that engages NASA and Space Agency Partners' free and open data to address real-world problems on Earth and in space

WHO?

Everyone! Coders, scientists, designers, storytellers, business people, makers, builders, technologists...no matter their background, age, or skills

WHEN?

The next NASA Space Apps Challenge will take place on October 5-6, 2024

WHERE?

At in-person or virtual Local Events worldwide

HOW?

- Challenges are created by NASA Subject Matter Experts
- Participants join a team & pick a challenge to tackle
- NASA Space Apps judges evaluate projects to identify awardees and Global Winners

WHY?

- Raise awareness of open data
- Inspire creativity and collaboration
- Nurture an interest in STEAM within the next generation

Our Values at Space Apps



Our commitment to participants:

At Space Apps, There's Always Space For One More

Space Apps is committed to providing a professional and productive forum for all participants to engage in a robust exchange of ideas regarding the challenges. At all times, participants are responsible for maintaining professional decorum and treating each other with respect and dignity. Bullying, discrimination, or harassment on any basis will not be tolerated in the Space Apps Challenge. We strive to ensure that Space Apps is a place where every person feels they belong, where they are comfortable being authentic, and where they are empowered to contribute to their fullest.

If you experience or witness discrimination, harassment, or any form of bullying during the Space Apps Challenge, or have any other concerns, please contact your Local Lead and/or the Space Apps Global Organizing Team at conduct@spaceappschallenge.org. The Space Apps Global Organizing Team will take appropriate action, which may include warning or expelling the offending participant from the event.

2024 NASA Space Apps Challenge

Theme: The Sun Touches Everything in collaboration with NASA Heliophysics



CHALLENGES

- 20 challenges submitted by NASA colleagues + 1 Create Your Own Challenge option
- Each challenge includes Summary, Background, Objectives, and Resources

Review challenges here:

<https://www.spaceappschallenge.org/nasa-space-apps-2024/challenges/>

The screenshot shows the Challenges page of the NASA Space Apps Challenge website. At the top, there's a dark header with the International Space Apps Challenge logo, navigation links for About Us, Resources, The Collective, and a yellow button for Explore the Hackathon. Below the header, a breadcrumb trail shows Home > NASA Space Apps 2024 > Challenges. The main title "Challenges" is in large, bold, white letters. A subtext below it says: "Choose from 20 challenges for you and your team to address at this year's hackathon! You can use the search and filter features to quickly find a challenge that best matches your interests and skills." A search bar with placeholder text "Search for a Challenge" and a dropdown menu "Show Challenges From: 2024 NASA Space Apps Challenge" are visible. Below this, a section titled "Currently returning 21 challenges" lists one challenge card. The challenge card for "Beyond Sunlight: An Aquatic Chemosynthetic World" includes a thumbnail image of Earth from space, the event name "2024 NASA Space Apps Challenge", difficulty levels (Beginner/Youth, Intermediate, Advanced), and subjects (Arts, Astrophysics, Climate, Diversity & Equity, Earth, Planets & Moons, Space Exploration, Sun). A descriptive text about the challenge's purpose is also present.

CHALLENGE TEAMS

- Most challenges have a “Challenge Author”, who wrote the challenge and recruited team members.
- We recruited additional SMEs from partner agencies and past hackathons to help with some of the challenges.
- During the hackathon, SMEs will engage with participants in Space Apps Connect (Formerly known as Space Apps Chat) for their challenge and then judge submissions to that challenge.





Expectations for Navigators and UE Judges

- During the hackathon - answer participant questions and provide support to all Challenge Teams in Space Apps Connect
- After the hackathon - judge submissions for the Universal Event





04

SPACE APPS CONNECT + MONITORING

PURPOSE OF SPACE APPS CONNECT



GitHub is the official platform for 2024

Participants use Space Apps Connect to...

- Find teammates (share skills, project ideas, etc.)
- Create camaraderie
- Ask SMEs questions about their challenges and data resources provided
- Ask questions about their Local Event
- Ask general questions about program logistics and rules
- Get help with web/account issues

Space Apps Connect opens on September 24th but SMEs are not expected to join until Oct 5th @ 9am local time.
The GO Team also uses Connect to share important information, especially in the Announcements Category



Online Participation for SMEs

- Participants will be invited to join GitHub on **9/24 @ 5pm ET**, so they can find teammates, ask questions, etc..
- The Challenge Category will open on the same day. All categories stay open 24/7 for our global community throughout the hackathon.
- You have the option to start monitoring your channel early, on Fri, Oct 4th at 9am (your local time).
- We ask you to be available in GitHub Discussions starting Oct 5th at 9am (your local time).
- Please aim to dedicate several hours to GitHub Discussions. Night owls are welcome!

What to Expect from Participants?



- Questions about the challenge
- Questions about the data
- Hackathon logistics (team formation, submitting projects, etc) - Navigators, GO Team members and Local Leads will try to tackle most of these
- Requests for feedback on projects
- Random questions!

Please flag questionable behavior and/or more general questions about Space Apps by adding the “**GO Team Assistance Needed**” label to the discussion

SIGNING UP FOR GITHUB IF YOU DON'T ALREADY HAVE AN ACCOUNT



Here are the steps to create a GitHub account:

1. Go to github.com
2. If you don't already have a GitHub account, or would like to create a new one for this event, click sign up (top right).
3. Use whichever email you prefer when creating your account
4. Optional: if you are creating a new account, feel free to use the following structure for your username. This will help others in the Space Apps community better identify who you are:
Firstname-SME (example: Chris-SME)

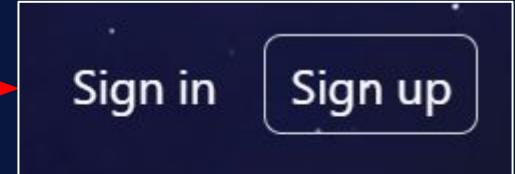
IMPORTANT: If you want to change your current username to reflect the suggested name structure, please read through the [information and caveats of changing your username](#) before you decide!

5. Complete the remaining steps, make sure you select the **free plan**
6. Verify your account
7. Once you have verified your account please add your username to this [SPREADSHEET](#) so we may differentiate you from participants



LOGGING IN FROM A WEB BROWSER

1. Go to www.github.com
2. Click “Sign In” (right side of screen) 
3. Enter your username and password
4. Navigate to Space Apps Connect:
<https://github.com/nasa/spaceapps/discussions>
5. Recommended: **Bookmark the “Discussions” page on your browser for easy access!**



EDITING OUR SETTINGS

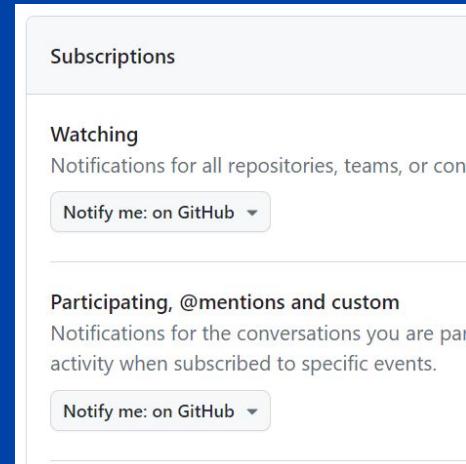
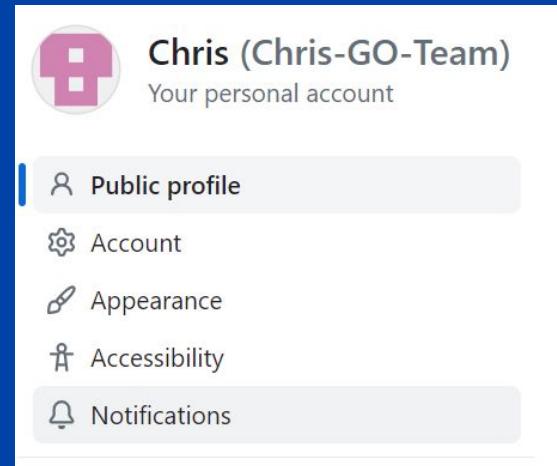
- Click on your profile icon in the top right
- Click on **Settings**
- Click on **Notifications** (left)

Or click this link:

<https://github.com/settings/notifications>

Under the Subscriptions section:

- Change “Watching” to notifications on GitHub only or email only (Optional)
- Change “Participating, @mentions, and Custom” notifications to GitHub only Or email only (Optional)



EDITING OUR SETTINGS contd.



Making your email private:

- Under Access tab of settings, click on “Emails”
- Check the box that says “Keep my email addresses private”

Access

- Billing and plans
- Emails
- Password and authentication
- Sessions

(Optional) Editing Email Preferences

- On the same page as the above action, scroll down to the bottom
- Select “Manage” under Email Preferences section
- Turn off any unwanted email preferences here. If you don’t see any, then don’t worry about it

Keep my email addresses private
We'll remove your public profile email and use 140087268+0 operations (e.g. edits and merges) and sending email on your behalf must set your email in Git.

Email preferences
Subscriptions through our various marketing platforms. Each email address has its own subscriptions.

christopher.lewis@nasa.gov

Manage

GITHUB DISCUSSIONS: CATEGORIES



Categories

View all discussions

!Find A Team

Announcements

Challenges

General

Global Offers

Languages

Project Submission Help

Universal Event

CATEGORIES

- These (to the left) are the categories that you and the participants will have access to during the hackathon.

HOW TO POST A RESPONSE TO A QUESTION:

- You can comment on a post by clicking on the post you would like to comment on and typing in what you'd like.

nasa/spaceapps on Sep 9

Need help with pulling data from API for Navigator for the HWO #719
Can someone help me figure out how to access the API to get the data for this challenge please?

Looking for teammates to ta
SpaceApp... started 2 hours ago in

Need help with pulling data from API for Navigator for the HWO
Navigator for the HWO SME/Navigator Assistance Needed
Chris-GO-Team asked 4 days ago in Challenges - Unanswered

IMPORTANT FILTERS FOR SMEs



is:open

x

Sort by: Latest activity ▾

Label ▾

Filter: Open ▾

Label Filter (#1)

- Can filter discussions based on labels you want to target
 - Labels you care about filtering with are:
 - “SME/Navigator Assistance Needed”
 - Your Challenge Label (shortened challenge title)

Status Filter (#2)

- Not as important as Label Filter
- Allows you to filter by the status of discussions. The ones you care about are:
 - “Open”
 - “Unanswered”

The image shows a screenshot of a discussion board interface. At the top, there is a search bar with the query "is:open", followed by filter buttons: "Sort by: Latest activity", "Label", and "Filter: Open". A red arrow labeled "1" points down to the "Label" button. Another red arrow labeled "2" points down to the "Filter: Open" button. Below these buttons is a green "New discussion" button. To the right of the "Label" button is a "Filter by label" dropdown menu. This menu has a search bar at the top and a list of labels below it. The labels listed are: Unlabeled, Beyond Sunlight (Challenge), Chronicles of Exoplanet Exploration (Challenge), and Collaborator Answered (Answered by a Collaborator). To the right of the "Filter by label" menu is another dropdown menu labeled "Filter: Open" which contains the following options: Open (selected), Closed, Locked, Unlocked, Answered, Unanswered, and All.



SME & NAVIGATOR PRIORITIES

When you are on GitHub, the main responsibilities SMEs and Navigators have are:

- 1. Answering questions**
 - a. Marking correct replies/comments as answers
- 2. Organizing Discussions**
 - a. Adding “SME Answered” label to a discussion after you have answered it (or the “Navigator Answered” label if you’re a Navigator)
- 3. Flagging Discussions for the GO Team**
 - a. If you see questionable behavior or a general question about the Hackathon you aren’t able to answer, label the discussion with “GO Team Assistance Needed”



HOW TO: FIND RELEVANT DISCUSSIONS

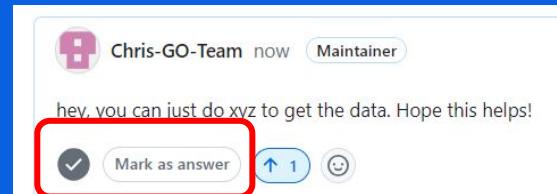
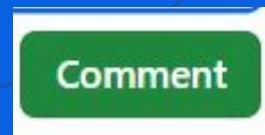
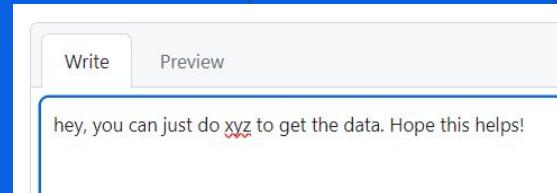
To find relevant discussions:

- Use the **label filter** to find:
 - Discussions that have **your challenge label**
 - Discussions that are labeled with “**SME/Navigator Assistance Needed**”
- Scan the Challenges Category for questions
- Use preset links to questions for your challenge that Cara will send you



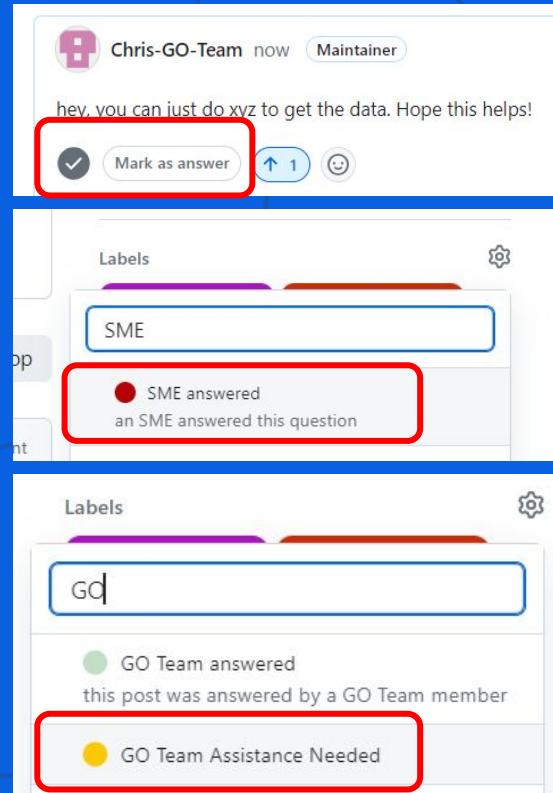
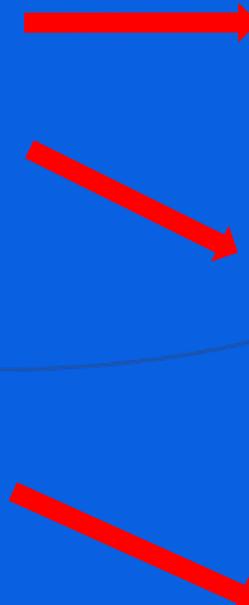
HOW TO: MARK COMMENTS AS ANSWERS

- If it is something you can answer
 - Reply to the discussion with the answer by commenting on the discussion (comment section is at bottom of discussion)
 - Click “comment”
 - Then, mark your comment as the answer



HOW TO: LABEL DISCUSSIONS

- After you have answered the question and marked your comment as the answer:
 - Add the “**SME answered**” label to the discussion (or the “**Navigator answered**” label if you’re a Navigator)
 - If the discussion had the “**SME/Navigator Assistance Needed**” label, remove that label if you answered the question
- If it is a more general question you don’t know the answer to, or think there is questionable behavior (unprofessional, misbehavior)
 - Apply the “**GO Team Assistance Needed**” label to let GO Team members know so we can handle the question/situation



GitHub Tips

- No need to always be there, better to check in periodically throughout the weekend, filtering discussions by certain labels
- Feel free to coordinate times with challenge team members
- Past SMEs offered office hours or opportunities to discuss project ideas via Zoom/Teams but this is optional and entirely up to you
- Leave process questions (team formation, submission process) to Navigators and Local Leads or refer participants to Resources tab on the main website

Advice from returning SMEs?

Intercultural Communication



- Since we have a global program it is important to remember that there may be a language barrier when communicating with other participants in the Space Apps Connect and during the hackathon. Reminder - We do have language channels for the following languages that you can use: Arabic, French, Hindi, Italian, Japanese, Portuguese, Spanish
- Some important things to be mind when communicating interculturally:
 - Will your word choice translate easily
 - Be mindful of using words that are easy to understand
 - Make sure that if you use hand gestures they are universally recognized at what you intend. Some hand gesture mean differents things to different cultures
 - Gestures to avoid:
- **BE KIND:** Always remember there is a person behind the screen and we have no idea what their circumstances are ❤️



GITHUB EMOJI MANAGEMENT



“I’m looking into it”



“OK” or “I understand”



“Done” or “Resolved”



“Thank You”

Connect Channel DON'T'S



- Be careful about sharing any Personal Identifiable Information, like your last name or email address.
- Be careful before downloading anything from discussions.
- Please do not ask any of the participants for their ages.



05

Resources

Resources!



Participant FAQ - *BEST PLACE TO START!*

Participant Guides - *FOUND ON RESOURCES PAGE!*

- *Connect Guide*
- *Team Formation Guide*
- *Project Submission Guide*
- *Judging and Awards Guide*

Space Apps Virtual Bootcamp

Global Collaborator Offers (Live on Oct 4 at 5pm EST)

2024 Global Offer Categories



1. APIs
2. Cloud Computing
3. Website Builders
4. Data Visualization Tools
5. Collaboration Tools

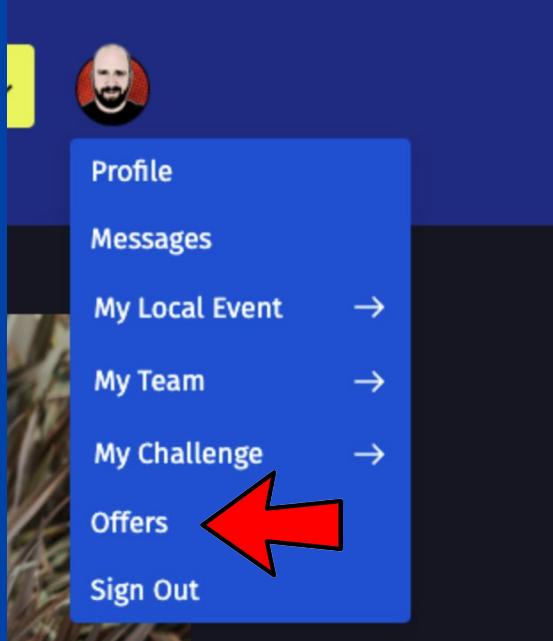


Where do you find the Global Offers?



- During the hackathon Oct 4 @5pm ET-October 7 at 8am ET, participants will be able to access these tools. Publicly we say Oct 5 & 6.
- Participants should log in at www.spaceappschallenge.org to and click their avatar in the upper right hand corner, select “OFFERS” from the drop down.
- Participants can find the Global Collaborator tool or resource they are interested in and click on “CLAIM OFFER” button to access the Global Collaborator offer they’re interested in.
- Every Global Offer has a Support Contact listed for their Global Offer.

Where do you find the Global Offers?



Offers

GLOBAL COLLABORATORS

Urna, nec, tincidunt tempus amet, tristique. Nulla neque rutrum amet erat. Ulamcorper bibendum ut porttitor eu, blandit diam. Vestibulum pretium aliquam, erat vulputate aliquam at augue sagittis. Vitae, viverra congue aenean nunc massa eu consectetur. Odio sit adipiscing consectetur arcu parturient. Eu nulla ultrices et sit vivamus arcu massa. A vulputate sed.

**AZURE PROGRAM CREDITS**

Sed sed vulputate condimentum felis, vestibulum, leo vitae. Neque, senean purus facilisis mattis nisi sapien cum. A, tempus, egit sed quisque. Mi nihil pulvinar ac ut ultrices amet adipiscing volutpat risus. In hablasse in lorem sit loculis eu semper morbi tincidunt.

[Claim Offer ↗](#)

**ARC GIS LOREM IPSUM DOLOR SIT AMET**

Massa vulputate sit dictum nisi tortor aliquam vitae maecenas. Id sed egestas molestie accumsan semper id rutrum sit. Faucibus cursus egestas id euismod purus risus. Nunc, sed ornare consequat nec, leo facilisi blandit semper. Porttitor tellus vulputate duis odio fringilla.

[Claim Offer ↗](#)

**OFFICE 365 LOREM IPSUM DOLOR**

Blandit ultrices adjaciscing integer sed quam. Aliquet maecenas lacus, quam non nisi euiposue non odio. Carabitur sit varius amet sed aliquam suspendisse. Accumsan quis eu, amet ultrices augue maoris, ut metus. Morbi aliquet maecenas viverra sit lorem non tincidunt sed quis.

[Claim Offer ↗](#)

**AWS LOREM IPSUM DOLOR SIT**

Massa vulputate sit dictum nisi tortor aliquam vitae maecenas. Id sed egestas molestie accumsan semper id rutrum sit. Faucibus cursus egestas id euismod purus risus. Nunc, sed ornare consequat nec, leo facilisi blandit semper. Porttitor tellus vulputate duis odio fringilla.

[Claim Offer ↗](#)

**CLOUD PLATFORM CREDITS**

Massa vulputate sit dictum nisi tortor aliquam vitae maecenas. Id sed egestas molestie accumsan semper id rutrum sit. Faucibus cursus egestas id euismod purus risus. Nunc, sed ornare consequat nec, leo facilisi blandit semper. Porttitor tellus vulputate duis odio fringilla.

[Claim Offer ↗](#)

AMPLIFICATION COLLABORATORS

Urna, nec, tincidunt tempus amet, tristique. Nulla neque rutrum amet erat. Ulamcorper bibendum ut porttitor eu, blandit diam. Vestibulum pretium aliquam, erat vulputate aliquam at augue sagittis. Vitae, viverra congue aenean nunc massa eu consectetur. Odio sit adipiscing consectetur arcu parturient. Eu nulla ultrices et sit vivamus arcu massa. A vulputate sed.

Company/Organization ↗	Company/Organization ↗
Company/Organization ↗	Company/Organization ↗
Company/Organization ↗	Company/Organization ↗

NASA in no way endorses any non-U.S. Government entity or the resources provided by any such entity. NASA makes no representations

What do I do if participants need help with using a Global Offer?



- **Space Apps Connect:** Direct them to the “Global Offers” category within Space Apps Connect starting Oct. 4 at 5pm ET.
- **Offers Page:** Each Global Offer will have a “Support Contact” listed which is an email address they can send their questions to and get help directly from the company’s support team.
- **Virtual Bootcamp:** Direct them to the “Global Collaborator Offers” playlist at: <https://www.youtube.com/@NASASpaceAppsChallenge>. This playlist will be live October 4-6.



06

Universal Event Judging

The Universal Event (UE)



- Designed for participants who don't have a local virtual event in their city/region. Anyone can join it.
- So far, we have **2825** UE participants. We expect more.
- This means we get a lot of UE projects that need to be judged!

Judging Timeline

All deadlines are in Local time



Hackathon Start -- Teams can start to edit and submit projects on spaceappschallenge.org	9:00 AM October 5th (local time)
Hackathon End/Project Submission Deadline -- Teams must submit their project by this time if they wish to be eligible for Global Judging	11:59 PM October 6th (local time)
Local Judging <ul style="list-style-type: none">Local Leads/Judges will judge/select up to 3 projects to be Global Nominees with help from Local Judges.	October 7th - 13th
Universal Event Judges <ul style="list-style-type: none">~ 70 Navigators and SMEs judge UE projects	October 9th-20th
Global Judges select Global Finalists (the top ~40 projects) Executive Judges select the 10 Global Winners	October - December
Global Winners Announcement	January 2025

Universal Event Judging Process



- We will assign each of you a set number of projects to evaluate.
- Your objective is to identify the top 2-3 projects from your assortment that are worthy of moving to the next round of judging. **Please be selective.**
- You will review each project and select one of the following when considering. ‘Should this project move to the next round?’: Yes, Probably Yes, Maybe, Probably No, or No.
- You may need to go back and refine your selections after you review all projects.
- Each project will be evaluated by at least 3 judges. We will average the results and determine which teams/how many will move forward.
- Judging is confidential (only the GO Team can see your console, not other judges or participants).



Step 1: Check for Minimum Requirements

- Is the submission in English (Videos are allowed to be in another language but they must include English subtitles)?
- Is it free from profanity or inappropriate language?
- Does the project respond to the selected 2024 challenge?
- Does it contain a public (working) link to a short video or slides to demonstrate the solution?
- Does the project adequately show how NASA or partner space agencies' datasets, products, or resources are incorporated into the project?
 - Space Apps participants can use any open data. However, to be eligible for a Global Award, they must use data or resources from NASA. Participants are also highly encouraged to use data or resources from Space Apps Space Agency Partners.
 - Degree of use may vary depending on the challenge (i.e. some challenges ask that participants use NASA data for “inspiration.” But they need to show some engagement).

If the answer to any of these questions is a “No”, please eliminate this project from consideration.

Step 2: Evaluate according to the Judging Criteria



- **Impact:** How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem? Will it inspire or help many, or a few?
- **Creativity:** How creative/innovative is the approach? Is the project novel and something that hasn't been attempted before, or is it an incremental improvement on something that already exists?
- **Validity:** Is the solution scientifically valid? Will it do what it sets out to do? Can it work in the real world?
- **Relevance:** Is this project responsive to the challenge for which it was submitted? Is it a complete solution or does it have a long way to go? Is it technically feasible? How usable or user friendly is the solution?
- **Presentation:** How well did the team communicate their project? Were they effective in telling the story of the project: the challenge, the solution, and why is it important?

These are meant to provide you with some guidance. But please make a holistic assessment, according to the challenge/project.

If you want to be more methodical about it, feel free to use the optional judging rubric.

Extra Console Features



The screenshot shows a project nomination card. At the top is a search bar with placeholder text "Search for a Nominee" and a magnifying glass icon. To the right of the search bar are two small icons: a blue square with a white question mark and a yellow square with a white downward arrow.

The main content area features a thumbnail image of a planet-like object against a starry background. Below the thumbnail, the text "Team Name Lorem Ipsum" is displayed in red. Underneath this, there are two sections: "Project Title" with the text "Penatibus Dui Lorem et Arcu Eget Proin Venenatis" and "Challenge" with the text "Lorem Ipsum Dolor Sit Amet".

Below these sections is a block of optional text: "Optional text about the team. In erat id non nunc volutpat. Adipiscing quis elementum ultrices in fermentum imperdierit tortor. Et feugiat faucibus ipsum placerat. Massa malesuada imperdierit hendrerit eu diam. Sed gravida malesuada enim amet turpis."

At the bottom of the card are five buttons: "Yes", "Probably Yes", "Maybe", "Probably No", and "No". The "No" button is highlighted with a yellow background and a checkmark icon. To the right of the buttons are four small icons: a pencil, a magnifying glass, a person, and a gear. Below these icons is a yellow button labeled "Needs Follow-Up".

- “Add Notes” - an optional feature that for example might make it easier for you to recall what you liked about your top projects before finalizing your selections, without having to again review the projects in detail.
*Save your changes before clicking outside of the box or they might disappear.
- “Quick View” pulls up the project page without navigating out of the console. Click on the picture with the number to open project page in the new tab.
- “Expand” icon to open the project page in a new tab
- Use filter function at the top of the page to see your top selections or projects that don’t have a vote yet

Space Apps Accounts

- To access the judging platform, you will use your Space Apps account.
- If this is your first Space Apps hackathon, please register for an account at www.spaceappschallenge.org by clicking Sign Up at the top right of the screen
- Please do not use special characters in user/account names.
- Returning volunteers: use the same account. Log in at www.spaceappschallenge.org by clicking “Login” at the top right of the screen
- IMPORTANT: When registering, please use the same email address that you receive Space Apps communications from Cara
- Please register before the hackathon begins on October 5th



Demo: Accessing the Judging Console



- All judging is done virtually through our judging console.
- The console will be available starting Wednesday, Oct 9.
 - Log in to your Space Apps account
 - Select “Judging → Universal Event” from the dropdown menu under your avatar



The Judging Console



- The page will open to the list of projects you should judge. The console is customized for you. To ensure that all Universal Event projects are reviewed the same number of times, **make sure to judge every project in your console!**

The screenshot shows the 'Universal Event Judging' interface. At the top, there's a navigation bar with links for 'About', 'Resources', 'Awards', and 'Explore the Hackathons'. Below the navigation is a breadcrumb trail: Home > Judging > Global Judging. The main title is 'Universal Event Judging' with a subtext: 'Voluptat, facilisi non neque donec vulputate nibh. Morbi faucibus tristique pharetra egestas blandit exat. Curus malesuada gravida libere orti. Tristique sit velit enim erat lacus bibendum rhoncus elementum mus. Mi lacus vitae dis.' A search bar at the top right contains the placeholder 'Search for a nominee'.

Below the search bar, there are three project cards, each with a thumbnail image of a celestial body (Earth, Moon, and another planet).

Project 1: Team Name Lorem Ipsum
Project Title: Penitibus Dul Lorem et Arcu Eget Proin Veneatis
Challenge: Loven ipsum Dolor Sit Amet
Optional text about the team: In erat id non nunc volutpat. Adipiscing quis elementum ultrices in fermentum imperdiet tortor. Et feugiat faucibus ipsum placerat. Massa malesuada imperdiet hendrerit eu diam. Sed gravida malesuada enim amet turpis.

Project 2: Mauris Ullamcorper Orci Convallis Sit Nibh Diam Tincidunt
Project Title: Penitibus Dul Lorem et Arcu Eget Proin Veneatis
Challenge: Loven ipsum Dolor Sit Amet
Optional text about the team: In erat id non nunc volutpat. Adipiscing quis elementum ultrices in fermentum imperdiet tortor. Et feugiat faucibus ipsum placerat. Massa malesuada imperdiet hendrerit eu diam. Sed gravida malesuada enim amet turpis.

Project 3: Eu Commodo Massa Malesuada A Eget Nullam Eros
Project Title: Penitibus Dul Lorem et Arcu Eget Proin Veneatis
Challenge: Loven ipsum Dolor Sit Amet



Expectations

- Teams only had 2 days to complete their projects; we do not expect them to have a completely finished, fully developed and polished solution. Instead, we ask that they demonstrate their solution blueprint and explain the reasoning behind their designs, even if they don't get very far into building them.



Testing Prototypes

- If a team created a working prototype, feel free to try it out!
- However, you are not required to verify code or download apps, models, etc., to your computer. And be mindful before downloading anything.



Done voting?

- The console will close at midnight on October 20 (EST).
- There is no “save” button. The console saves every time you cast a vote.
- There is no “submit” button. Whatever votes are logged when the console closes on October 20th will be recorded as your votes.
- Please note: If you don’t complete your judging, it puts projects assigned to you at a disadvantage and will complicate and delay the entire judging process.
- We plan to announce the Universal Event “Global Nominees” on October 29!

Cognitive Biases in Judging



What are some cognitive biases that may be present during judging?

- **Affinity bias:** tendency to favor people who share similar interests, backgrounds, and experiences with us
- **Confirmation bias:** tendency to favor information that confirms or supports one's preexisting values or beliefs
- **Halo effect:** tendency to let an initial positive judgement about a person or product influence the perceptions of other related traits

Questions while judging? Ask Cara!



cara.n.crosby@nasa.gov

- The question about what counts as space agency data might be difficult to determine (since some NASA datasets, for example, are hosted by universities). If you are not sure whether the provided datasets meet the requirement, please reach out!
- We ask participants to upload projects to an external site and provide publicly accessible links. If these links don't work, you can eliminate them.
- If you have a connection to a particular team (i.e. your students or friends are members), let us know the team's name, so we can ensure you are not judging their projects (Conflict of Interest). Reminder: you are not eligible to join a team.



07

DATES AND CONTACT INFO



Need to Know:

- Exact Times of Event: 9am Oct 5th - 11:59pm Oct 6th (local time)
- Connect Opens to the Public September 24th - October 6th (local time)
- Answering Participant Questions on GitHub: Oct 5-6 (October 4 is optional)
- Universal Event Judging Dates: October 9th - 20th

Questions?



Contact Cara:

cara.n.crosby@nasa.gov



08

Q&A



THANK YOU

spaceappschallenge.org